

**AUGUST 6TH 2000 PROTOTYPE DIFFERENCES - COMPARED WITH AUGUST 13TH 2000 BUILD, DOCUMENTATION BY MOV / MOVGAMES**

<b>LEVEL</b>	<b>INFORMATION</b>	<b>EXTRA NOTES</b>
<b>GENERAL</b>	Music plays at an overly low pitch/tempo, pausing & unpausing temporarily fixes it until the track loops and it reverts.	
<b>GENERAL</b>	Inventory menu ellipses are smaller.	
<b>GENERAL</b>	Save screen shows a clock sprite for the main collectables rather than the gear sprite, which is a remnant from Lost In Time where said clock was the main type of collectable.	
<b>LANGUAGE SELECT</b>	The "S" in Select is a different typeface.	
<b>MAIN MENU</b>	Sound effects are missing from this menu.	
<b>PAD CONFIGURATION</b>	Some of the text is placed slightly differently.	
<b>GRANWICH</b>	Bridge planks have missing textures.	
<b>GRANWICH</b>	Hammer Button has missing textures.	
<b>THE GOLDEN CITY</b>	The splat SFX from falling large heights does not play.	
<b>THE GOLDEN CITY</b>	Text mentioning "Lost-In-Time" characters is instead spelt as "Lost.In.Time".	
<b>THE GOLDEN CITY</b>	Building pillars and doorframes are very slightly differently shaded.	
<b>THE GOLDEN CITY</b>	Rabbit Hole platform camera angle is missing.	
<b>SNEAK PEAK CHALLENGE</b>	Some of Tweety's dialogue text is formatted differently.	
<b>SNEAK PEAK CHALLENGE</b>	"Press X To Exit" text prompt is missing.	
<b>SNEAK PEAK CHALLENGE</b>	Area contains Taz Pillars rather than Urns.	
<b>SNEAK PEAK CHALLENGE</b>	The door exit back to The Golden City is lacking the pitch black visuals.	
<b>THE MATCHING BLOCK CHALLENGE</b>	Block Spinner in Room 3 does not function.	
<b>THE PELOTA GAME</b>	Triangle Button UI image is different.	
<b>THE PELOTA GAME</b>	Some of the dialogue is formatted differently.	
<b>THE PELOTA GAME</b>	The "Aztecs & Heroes" score in match text is coloured red and green rather than white and yellow.	
<b>BABOON REALM</b>	Pitfall traps have unfinished textures.	
<b>BABOON REALM</b>	Triangle Button UI image is different.	
<b>BABOON REALM</b>	Ground texture under signs are unfinished.	
<b>GORILLA BOSS</b>	Triangle Button UI image is different.	

<b>GORILLA BOSS</b>	Camera angle when the temple doors unlock is missing.	
<b>THE SACRED RIDE</b>	Statue NPC at the beginning of the level has different unfinished textures to the later build.	
<b>THE SACRED RIDE</b>	Falling rock obstacles in lava platforming section are missing.	
<b>THE SACRED RIDE</b>	Lava in chase section starts closer to you and seems to be slightly faster than the later build.	
<b>THE SACRED RIDE</b>	Camera stays on the Coin slot on the Pyramid rather than returning to where you last were post cutscene.	
<b>SAM'S TEMPLE</b>	First door, fountain room door and the door behind pushable wall have different shading.	
<b>SAM'S TEMPLE</b>	Triangle & X button UI icons are different.	
<b>SAM'S TEMPLE</b>	Wall above second door has different lighting/shading.	
<b>SAM'S TEMPLE</b>	Enemy in the second room commonly gets locked into a single frame of animation when initially moving towards you.	
<b>SAM'S TEMPLE</b>	Entrance to falling blocks room has rougher collision boxes.	
<b>SAM'S TEMPLE</b>	Falling block corridor & water fountain rooms' roof textures are not broken unlike in the August 13th build.	
<b>SAM'S TEMPLE</b>	A 5 Gear in the falling block corridor after the torch room is missing.	
<b>SAM BOSS</b>	Entrance door uses a different placeholder texture.	
<b>SAM BOSS</b>	Triangle UI icon is different.	
<b>SAM BOSS</b>	End of level cutscene is different and unfinished, Daffy is absent. The level also does not automatically end and you have to run into the Time Gem.	
<b>SHORE VILLAGE</b>	Ring N Roll entrance trigger works when it seems to be broken / disabled in the August 13th build.	
<b>SHORE VILLAGE</b>	Entrance to The Hockey Game is lacking some of the darkness shading to mask the end of the tunnel.	
<b>SHORE VILLAGE</b>	When entering The Hockey Game Bugs & Taz's models despawn when reaching the end of the tunnel.	
<b>SHORE VILLAGE</b>	Super Roll tutorial has "Super-Roll" spelt as "Super.Roll".	
<b>SAVING THE DRUID</b>	Triangle & X button UI icons are different.	
<b>SAVING THE DRUID</b>	Trees have different shading.	
<b>SAVING THE DRUID</b>	Green building has glowing red eyes which are missing in the August 13th build, and completely different textures.	
<b>RING N ROLL CHALLENGE</b>	Button is a placeholder model.	

<b>RING N ROLL CHALLENGE</b>	Level map has unfinished shading and lighting.	
<b>RING N ROLL CHALLENGE</b>	Triangle & X button UI icons are different.	
<b>THE HOCKEY MATCH</b>	Entrance to the arena has placeholder floor textures.	
<b>THE HOCKEY MATCH</b>	Colouration of the wooden sides of the area is different.	
<b>THE HOCKEY MATCH</b>	Button UI icons are different.	
<b>THE HOCKEY MATCH</b>	The "Vikings & Heroes" score in match text is coloured red and green rather than white and yellow.	
<b>THE SHIELD RACE</b>	Gates are untextured.	
<b>THE SHIELD RACE</b>	Snowballs are untextured.	
<b>THE SHIELD RACE</b>	Elmer's Domain building seen in the coin cutscene is textured differently.	
<b>ICE SKATING CHALLENGE</b>	Reindeer is coloured red rather than brown.	
<b>ICE SKATING CHALLENGE</b>	Trees are untextured.	
<b>ICE SKATING CHALLENGE</b>	Button UI icons are different.	
<b>ELMER'S DOMAIN</b>	Level background has a slightly different colour scheme.	
<b>ELMER'S DOMAIN</b>	"Have you ever played bowling?" & "Exit to Shore Village" text is white rather than yellow.	
<b>SUNSET ALLEYS</b>	1 Gear next to Baladi Lessons entrance is not there, 1 gear is also missing outside the entrance to The Spinning Plates Challenge.	
<b>SUNSET ALLEYS</b>	The Taz Majhal Challenge door is a standard sheet one rather than the button activated gated door in the August 13th build. The lighting on the floor outside it is also different.	
<b>SUNSET ALLEYS</b>	There is a plant pot on the right of the entrance to The Royal Gardens which is not there in the August 13th build.	
<b>SUNSET ALLEYS</b>	The ACME box on the right of the entrance to Earth Temple is missing.	
<b>SUNSET ALLEYS</b>	Text popup outside Babba's Cave entrance is missing the black text box border and extends beyond the screen borders.	
<b>SUNSET ALLEYS</b>	A piece of one of the bridge textures is broken in the August 13th build but is fine in this build.	
<b>SUNSET ALLEYS</b>	The Royal Gardens entrance functions here when it does not seem to work in the August 13th build.	
<b>WIND TEMPLE</b>	Collision for the wind gusts are missing meaning this area cannot be completed.	

<b>FIRE TEMPLE</b>	Text line "A shield! You might need it to protect your head" is misplaced too low down on the screen.	
<b>SOCCER GAME</b>	Button UI icons are different.	
<b>SOCCER GAME</b>	The "Arabians & Heroes" score in match text is coloured red and green rather than white and yellow.	
<b>THE CARPET CHASE</b>	Beginning NPC is missing all textures and is facing the wrong way.	
<b>THE CARPET CHASE</b>	Button UI icons are different.	
<b>THE CARPET CHASE</b>	Floating curtains have placeholder textures.	
<b>THE CARPET CHASE</b>	Magic carpet obstacle guys are missing textures.	
<b>THE ROYAL GARDENS</b>	Exit to the internal water ring area is missing the black darkness.	
<b>THE ROYAL GARDENS</b>	Snake rope is automatically active in the August 13th build but is not here.	
<b>SPINNING PLATES CHALLENGE</b>	NPC model is missing from the dialogue before the minigame, and is lacking all animations in the cutscene before the minigame starts.	
<b>SPINNING PLATES CHALLENGE</b>	"Press X To Exit" text prompt is missing.	
<b>SPINNING PLATES CHALLENGE</b>	Triangle UI icon is different.	
<b>SPINNING PLATES CHALLENGE</b>	NPC Laugh SFX does not play when losing the minigame.	
<b>SPINNING PLATES CHALLENGE</b>	Ticking clock SFX does not play.	
<b>BABBA'S CAVE</b>	Statue area has a different unfinished / bugged texture on the outskirts of the water pool compared to the August 13th build.	
<b>BABBA'S CAVE</b>	Pool of water with the button in it does not have the corrupted outer textures the August 13th build has.	
<b>BABBA'S CAVE</b>	Timer clock graphic for the underwater chest challenge is absent.	
<b>BABBA'S CAVE</b>	Coloured tile challenge room bars with Lions behind them have unfinished textures.	
<b>GHOST TOWN</b>	Tweety tutorial for the bubblegum machine is missing the button prompt to activate it.	
<b>GHOST TOWN</b>	Level map has unfinished colour shading and lighting throughout.	

<b>GHOST TOWN</b>	Some windows in the level have missing geometry behind them, allowing you to see through the building model.	
<b>GHOST TOWN</b>	The numbers that appear over the ACME boxes when you break them are missing.	
<b>GHOST TOWN</b>	Two 10 gears outside of the central bell tower are missing.	
<b>GHOST TOWN</b>	Crate close to the entrance to Rugby Game is in a different spot.	
<b>GHOST TOWN</b>	Outer edges of the water at the entrance to Haunted River are unfinished.	
<b>ZOOVANIA</b>	The level intro camera shots do not trigger by default in this build, their trigger is placed slightly behind where you first spawn into the level.	
<b>ZOOVANIA</b>	Vases have placeholder textures.	
<b>ZOOVANIA</b>	The monkey cages have an early version of the final bars design rather than the different graphics found in the August 13th build.	
<b>ZOOVANIA</b>	Logo on the floor and wall for the left exhibit is different, has a bird rather than a ...dragon?	*
<b>ZOOVANIA</b>	Logo on the floor for the third exhibit is different, has a monkey rather than the Piranha in the August 13th build.	*
<b>ZOOVANIA</b>	Logo on the floor for the fourth exhibit is different, has a maple leaf rather than the Venus Fly Trap esque plant seen in the August 13th build.	Interestingly these 3 texture differences all seem to match the final builds, August 13th is the odd one out.
<b>ZOOVANIA</b>	Building window textures have missing geometry behind them, allowing you to see through the building model.	
<b>ZOOVANIA</b>	Fountain in the monkey exhibit is solid and cannot be ridden in.	
<b>ZOOVANIA</b>	The "You have 5 seconds to activate the switch" Fish exhibit message plays every time you step on the button, rather than activating once when you enter the area.	
<b>ZOOVANIA</b>	Furthest left exhibit does not have the misplaced texture on the right wall.	
<b>HAUNTED RIVER</b>	Level background is placed differently.	
<b>HAUNTED RIVER</b>	Some of the light beams on the level are white or a lighter green rather than a rich green.	
<b>HAUNTED RIVER</b>	Rock near two whirlpools and a gator is placed differently compared to August 13th. The gator commonly runs into and breaks it in this build.	
<b>HAUNTED RIVER</b>	All 5 ACME crates are placed above the tree branches rather than being under the branches.	

<b>HAUNTED RIVER</b>	The tooth rocks and horns on the cave entrance are the same colour as the rest of the model, rather than being lighter. The water around them is also unfinished.	
<b>HAUNTED RIVER</b>	Several wall textures in the second half of the level are missing or unfinished.	
<b>HAUNTED RIVER</b>	The level seems to suffer with a noticeable amount of lag in areas, which does not happen in the August 13th build.	
<b>HAUNTED RIVER</b>	"Do you want to replay?" text is grey rather than yellow.	
<b>HAUNTED RIVER</b>	The water around the edges of all objects is rough and unfinished.	
<b>HAUNTED RIVER</b>	The hub model seen in the coin cutscene is earlier and more unfinished than the August 13th build, with several changes to the castle in particular.	
<b>RUGBY GAME</b>	Button UI icons are different.	
<b>RUGBY GAME</b>	The "Zombies & Heroes" score in match text is coloured red and green rather than white and yellow.	
<b>RUGBY GAME</b>	Gargoyle goals are a lighter colour.	
<b>COUNT'S CASTLE</b>	Almost all level map textures are placeholder or missing.	
<b>COUNT'S CASTLE</b>	Vases have placeholder textures.	
<b>COUNT'S CASTLE</b>	The colour puzzle uses an earlier graphic on the wall for the painting guides in the third room.	
<b>COUNT'S CASTLE</b>	Coloured skull candles have a different early model.	
<b>COUNT BOSS</b>	Button UI icons are different.	
<b>COUNT BOSS</b>	Windows are missing textures.	
<b>COUNT BOSS</b>	The tiles which Count Blood rises under and throws are unfinished texture wise.	
<b>COUNT BOSS</b>	The gargoyles you push have red eyes rather than grey eyes.	
<b>COUNT BOSS</b>	The SFX for gargoyles being pushed repeats endlessly as soon as you push a gargoyle once.	
<b>COUNT BOSS</b>	Once you push the last gargoyle into place the game crashes in EPSXE with an opcode error.	